## ABSTRACT

An enhanced user interface for a remote terminal is described. A terminal emulator program divides screens received at a local terminal into objects. The program monitors the objects affected by data inputs by the user. Upon receiving new screens of information from the host computer, the program compares and repaints only the affected objects, rather than the entire screen. In another technique, upon receiving signals from a pointing device to cause cursor movements, the program calculates the optimal keystrokes or combination of keystrokes required. It then simulates those keystrokes to accomplish the desired movement on the screen. Both techniques meet a demand for savings in processing bandwidth.